

Electro Golf

A GAME FOR 2 or 4 PLAYERS



HOW TO PLAY



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Patents Applied for

The game of Electro Golf is a new conception of game playing. It consists of a printed circuit giving a complication of switches, activated by a rotor which causes to be signalled by lights on the indicator the progress in a game of golf, simulating the hazards, rewards and results of the game, as played in "The Open". A game for the Electronic age.

Generally, rules applying to golf, also apply to Electro Golf.

RED BUTTON – For driving from the tee, and shots on the fairway. After activating the rotor the red button should be pressed.

WHITE BUTTON – For Approaching Chipping and Putting. After activating the rotor, the white button marked approach and putting should be pressed.

The players move their marker through 18 holes, as directed by the indicator. Match Play or Stroke Play can be simulated.

Two stroke counters are attached to the game, on which each player records his strokes.

For match play, the Golf Club score card or a piece of paper should be used to note the holes won or lost. For stroke play the counters are sufficient. Each hole is played in turn, commencing at hole 1.

1. **TO COMMENCE THE GAME** – Each player takes one counter and one "Ball Marker". Decide type of game, Match Play or Stroke play. Place Magnetic Ball Marker on Tee No. 1 on the Playing Area.

Toss coin for the first to play. Winner starts by spinning rotor, then presses Red Button on the indicator. Add a stroke or strokes to your counter as the indicator directs, move the "Ball Marker" on the course to 75 yards, 150 yards or 225 yards as signalled. Signal may be coupled with a penalty, in which event a second signal lights up in conjunction with the drive signal. The Drive Button also controls the lost ball, out of bounds, on the green, holed direct from a tee or fairway without putting, the plus handicap and the minus handicap.

SIGNAL VALUES

1. PENALTY SHOTS COUPLED WITH DISTANCE SIGNALS

In the rough
Bunker
Unplayable

{ A total of two strokes added to your counter –
one for the drive and one for the penalty.

2. OTHER PENALTY SHOTS

Lost Ball
Out of bounds

{ A total of two strokes added to your counter –
one for the drive and one for the penalty. If
Penalty incurred from the tee, tee off again. If
Penalty incurred on the fairway, drive from
the last position before the penalty was
incurred.

3. **HANDICAPS** – If the plus handicap signal lights, add one stroke to your counter, and spin rotor again. If the minus handicap signal is received, this is a reward, take one stroke from your counter and spin again.
4. **ON THE GREEN** – When this signal lights on the indicator, the player's ball has landed on the green and the player commences putting, using the White Button.
5. **OVERSHOOTING THE GREEN** – If the indicator gives the signal taking the ball beyond the green, the ball is deemed to have landed in the bunker, behind the green, irrespective of the length of the drive, and the player on the next shot uses the Approach and Putting Button (White) to get on to the Green.
6. **NO SIGNAL RECEIVED** – If the indicator does not light up you have missed the ball with your stroke. Add one stroke to your counter, and spin again.
7. **PITCHING ON THE GREEN** – When the ball is within 75 yards of the green the player must change to Approach and Putting (White Button). Spin rotor, and press white button. If the signal marked Approach and Putt remains lit after the rotor has come to rest, the ball is on the green. Add one stroke to your counter. If the signal is not lit, add one stroke to your counter and spin again. Add one stroke to your counter for each play. All players must be on the green before putting commences.
8. **PUTTING** – Spin rotor and press white button, if the signal stays lit after the rotor has stopped, the ball has been holed. If the signal is not lit, the putt is not successful, and you must spin again. Add one stroke to your counter for each play.
9. **WATER HAZARDS** – Holes 3 at 225 yards, 5 at 225 yards and 12 at 150 yards are Water Hazards. In Electro Golf, if your shot lands in a Water Hazard, you must add one stroke to your counter as a penalty in addition to the one you have counted for your stroke. You must then move your marker back to the position from which the shot was played and spin again.

MAINTENANCE

Batteries. (not supplied), can be bought in any television or radio shop. They are Ever Ready H.P.7. or equivalent, and 3 are required. The **Battery position** is under the slotted turn button on the extreme left of the Fascia board, use this turn button and the Fascia will lift off. Place Batteries in position in line, with the positive end pointing towards the lid.

TESTING. It is advisable to test occasionally, by depressing the Red button, and turning the rotor slowly. Each bulb should light in turn. If any signal does not light, replace the bulb. The bulbs are 2·2 or 2·5 volts, 0·25 or 0·3 amperes, and must be lens ended.

ROTOR CONTACTS. If the game has been unused for a time, spin the rotor vigorously several times. The wiping action of the switch contacts will clean the circuit.

ENERGISING SWITCHES. There is a switch under the Fascia on either side of the circuit, both switches being identical. Clean the contact surfaces on both switches, i.e. top of the bottom contact and the underneath of the top contact.



NOTE: IN THE INTERESTS OF BATTERY ECONOMY IT IS RECOMMENDED THAT THE SWITCH BUTTON SHOULD NOT BE DEPRESSED UNTIL THE ROTOR HAS NEARLY STOPPED SPINNING.